**Dr Aimilios Hadjiliasi**

## Qualifications:

- PhD Computing 2021-2025 (University of Lancashire)
- MSc Computing 2025-2026 (UCLan Cyprus)
- BSc Computing (Specialization in Games Development) 2017-2021 (UCLan Cyprus)

## Specialization and Research Interests:

- Pedagogical Agents and Agent Technologies
- Games Development and Evaluations
- Inclusive Virtual Worlds
- Immersive and Educational Technologies
- Serious Games and Game-Based Learning
- Human-Computer Interaction

## Employment Track:

- Researcher – InSPIRE Research Center (2026-Present)
- Associate Lecturer/Special Teaching Staff - UCLan Cyprus (2025-Present)
- Co-founder, Media Director and Editor – Business Status Blog (2021-Present)
- Research Associate, UCLan Cyprus (2021-2025)
- Student Researcher Intern, INSPIRE Lab (2021)

## Memberships (Academic/Professional):

- Institute of Electrical and Electronics Engineers (IEEE) - Member
- IEEE Young Professionals - Member
- ACM Cyprus SIGCHI (CYCHI) - Member

## Roles and Responsibilities (including past roles/responsibilities):

- **UCLan Cyprus (2021-Present):**
  - **Teaching, Lab Instruction and Course Leadership**
    - **CO1035** – Game Concepts (2025-Present) - Associate Lecturer
    - **CO1035** – Game Concepts (2021-2025) – Lab Instructor

        - **CO3519** – Artificial Intelligence (2022-2023) - Lab Instructor
        - **CO1037** – Algorithms and Data Structures (2023-Present) - Lab Instructor
        - **CO3808** – Double Project (2022-Present) – BSc final-year (thesis) Project Supervisor
    - **Administrative Roles:**
        - Game Studio Manager – Rays and Vectors student-led studio (2022-Present)

**Publications:**

- **Books**
    - No books published yet
- **Book Chapters**
    - Nisiotis, L., **Hadjiliasi, A**., Alexandrou, F. and Alboul, L., 2023. **Interwoven Spaces with XR, AI, and Robots**. Museums and Technologies of Presence, p.26.
- **Journal Papers**
    - No journal papers published yet
- **Conference Papers**
    - **Hadjiliasi, A.** and Nisiotis, L., 2026, October. **Enhancing Virtual Agents through SLMs and Edge-Computing: An Exploratory Evaluation of Think and Memory Processes**. In 2026 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct). [**Best Paper Award**]
    - **Hadjiliasi, A.** and Nisiotis, L., 2026. **CEAA: A Cognitive Embodied Agents Architecture for Interactive Computing Systems**. In 2026 IEEE International Symposium on Emerging Metaverse (ISEMV).
    - Nisiotis, L. and **Hadjiliasi, A.**, 2026. **From Prompt to Service: An SLM-Based Agent Orchestration Gateway for AI-Driven Virtual Worlds**. In 2026 IEEE International Symposium on Emerging Metaverse (ISEMV).
    - **Hadjiliasi, A**., Nisiotis, L. and Polycarpou, I., 2025, October**. On the use of Virtual Agents in EduVerse: A Survey of Embodied Virtual Agent Types and Future Research Directions in EduVerse Applications**. In 2025 IEEE International Symposium on Emerging Metaverse (ISEMV).
    - Nisiotis, L., Markov, N., Nikolaou, C., **Hadjiliasi, A**. and Raspopoulos, M., 2025, October. **Enhancing digital heritage experiences: Evaluating fine-tuned LLM integration within a cyber-physical-social virtual museum system**. In 2025 IEEE International Symposium on Emerging Metaverse (ISEMV).
    - Nisiotis, L., Nikolaou, C., Markov, N., and **Hadjiliasi, A.**, 2025, July. **Developing a cyber-physical-social metaverse system for interactive cultural heritage**

**experiences**. In 2025 IEEE 49th Annual Computers, Software, and Applications Conference (COMPSAC).

- Nisiotis, L., **Hadjiliasi, A.**, and Napp, N., 2025, July. **Enhancing public safety with digital twins for indoor air quality monitoring by non-experts**. In 2025 IEEE 49th Annual Computers, Software, and Applications Conference (COMPSAC) (pp. 183-192). IEEE. **[Best Paper Award]**
- **Hadjiliasi, A.**, Nisiotis, L., and Polycarpou, I., 2024, October. **A comparative assessment of technology acceptance and learning outcomes in computer-based versus VR-based pedagogical agents**. In 2024 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct).
- Nisiotis, L. and **Hadjiliasi, A.**, 2023, June. **Work-in-Progress: Assessing the Feasibility of Playtesting Video Games Using Immersive Technologies as a Learning Method**. In 9th International Conference of the Immersive Learning Research Network. Immersive Learning Research Network.

- **Posters**
  - **Hadjiliasi A.**, Nisiotis L., and Polycarpou I. (2022) – **Utilising Pedagogical Agents and Virtual Reality as a unified technology to support immersive learning** [Poster] at the 2nd IEEE International Conference on Intelligent Reality (ICIR 2022) conference.
  - **Hadjiliasi A.**, Nisiotis L., and Polycarpou I. (2022) – **Utilising Pedagogical Agents and Virtual Reality as a unified technology to support immersive learning** [Poster] at the 9th ACM Celebration of Women in Computing: womENcourage 2022 celebration.

### Seminar and Workshop Presentations:

- **Seminars**
  - No seminar presentations made yet
- **Workshops**
  - 2026 - “Enhancing Virtual Agents through SLMs and Edge-Computing: An Exploratory Evaluation of Think and Memory Processes” – In XRAG2026 Workshop held at IEEE ISMAR2026.

### Scholarships and Awards:

- **Scholarships**
  - 2021-2024: UCLan 100% Scholarship for 3 years toward a PhD in Computing
  - 2017-2021: UCLan Cyprus 50% Scholarship for 4 years toward a BSc (Hons) in Computing

- 2017-2021: State-funded scholarship for undergraduate studies
- **Awards**
  - 2026 – **Best Paper Award** titled "Enhancing Virtual Agents through SLMs and Edge-Computing: An Exploratory Evaluation of Think and Memory Processes" – In XRAG Workshop held at IEEE ISMAR2026
  - 2025 – **Best Paper Award** titled "Enhancing public safety with digital twins for indoor air quality monitoring by non-experts" - In the 49th IEEE COMPSAC
  - 2022 – **Coached** the Winning UCLan Cyprus team in the Pan-Cyprian Game Development Competition
  - 2021 – **Dean's List Award** – for graduating with first-class honors
  - 2021 - **2nd place award** – IEEE ACIR/ICIR competition – for the development of an intelligent VR museum to support cultural heritage and enhance user experience

**Funding and Grants Captured:**

- **[2026–2029] GENIVERSE:** Generative AI for Inclusive and Immersive Virtual Worlds — HORIZON-CL4-2025-03-HUMAN-15. **Total Project Funding:** €6,000,000; **InSPIRE Share:** €500,000; **Role:** R&D
- **[2025] MetAdventures** – IEEE Metaverse – Project Funding: $ 10,000; Role: Developer
- **[2025] VR App for Prisoners** - Andromines - Project Funding: $ 3,000; Role: Developer

**Supervision:**

- Numerous **BSc final-year double projects**, thesis supervisions (2021-present)
- **Master Thesis**
  - Jean Pierre Nassar (2026-27) -
- **PhD Thesis (DoS):**
  - No PhD students supervised yet
- **PhD Thesis (Second Supervisor):**
  - No PhD students supervised yet

**Other Scholarly and Outreach Activities:**

- **Program Committee Member**
  - CASA-XR 2027 – International Conference on Computer Animations, Social Agents, Extended Reality (2027)
  - IEEE ISEMV 2026 - International Symposium of Emerging Metaverse (2026)
  - IEEE ISEMV 2025 - International Symposium of Emerging Metaverse (2025)

- **Guest Editor**
  - Computer & Graphics 2026 – ScienceDirect
- **Journal Paper Reviewer**
  - Frontiers in Virtual Reality 2025
  - Computers & Graphics 2026
- **Conference Paper Reviewer**
  - IEEE ISEMV 2026 - International Symposium of Emerging Metaverse (2026)
  - IEEE COMASC 2026 – Computer Software and Applications Conference (2026)
  - IEEE ISEMV 2025 - International Symposium of Emerging Metaverse (2025)
  - IEEE IS2 2025 – International Symposium of the Internet of Sound (2025)
  - IEEE ISEMV 2024 – International Symposium of Emerging Metaverse (2024)
- **Conference Volunteer**
  - IEEE Future Tech Forum, User Adoption of the Metaverse – Student Volunteer
  - 9th ACM WomENcourage celebration – Student Volunteer
  - 2nd IEEE ICIR 2021 – Student Volunteer
- **Mentor** - Logipegnion Game Development Competition (2021-2022)
- **Judge** - Logipegnion Game Development Competition (2021-2022)